

## AMENDMENTS TO THE CLAIMS

1-4. (Canceled)

5. (Currently amended) A user interface that displays graphics on a computer display including a pointer that may be relocated on the computer display by a user employing an input device, the user interface operative to:

receive notice of pointer movement events and pointer selection events;

communicate with an operating system to obtain event data associated with pointer movement and selection events;

allow applications programs to create GUI objects comprised of a guide area and a target, wherein adjusted coordinate positions for the pointer are identified when the pointer is inside a guide area so that movement of the point is redirected toward the target, and wherein pointer movement inside the guide area is non-linear in one component direction in relation to movement of the input device;

wherein allowing application programs to create GUI objects comprised of a guide area and a target includes:

determining whether guide areas on the user interface are scheduled to overlap;

if a determination is made that guide areas are scheduled to overlap, preventing the guide areas from overlapping; and

cause an operating system to display the pointer at the adjusted coordinate position.

6. (Canceled)

7. (Previously presented) The user interface as recited in Claim 5, wherein preventing the guide areas from overlapping includes shortening the length of guide areas from competing targets that are scheduled to overlap.

8. (Previously presented) The user interface as recited in Claim 5, wherein preventing the guide areas from overlapping includes changing the angle that the guide area extends outward from a corresponding target toward a competing target.

9. (Previously presented) The user interface as recited in Claim 5, wherein the guide areas that correspond to a target may be configured to redirect pointer movement in any direction on the computer display.

10. (Previously presented) The user interface as recited in Claim 5, wherein the amount that pointer movement is redirected toward the target in one component direction increases as the proximity of the pointer is closer to the target.

11-15. (Canceled)